

## EUROPA Quick Start

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This tutorial provides just enough information for you to create and run simple planning problems using EUROPA. Once you're familiar with the basics, see the [Documentation](#) page for more details.

EUROPA can be used to solve Constraint Programming, Scheduling and Planning problem. For the purposes of this Quick Start guide we will use a simple planning problem.

These are the main steps that a EUROPA user will normally follow to solve a problem :

- Create a model of the problem domain using NDDL, EUROPA's modeling language
- Create a particular instance of the problem using NDDL
- Instantiate a solver and ask it to look for a solution
- Inspect the plan, possibly modify the problem, tune the solver and re-plan
- When the model and the solver are working as expected, probably embed them into a larger application

TODO: User must have build EUROPA already and have PLASMA and PlanWorks checked out

Now, for our example, let's assume that we will create a plan to turn a light bulb on and off.

For this simple domain here is what we would do (the files for this example can be found under PlanWorks/PSUI/test/Light).

## Create a NDDL model for the domain

The New Domain Description Language (NDDL) is a simple but powerful language used to describe both problem domains and problem instances in EUROPA

```
// Light-model.nddl

#include "Plasma.nddl"

class LightSwitch extends Timeline
{
    predicate turnOn { duration=1; }
    predicate turnOff { duration=1; }
}

class LightBulb extends Timeline
{
    LightSwitch mySwitch_;

    LightBulb(LightSwitch b)
    {
        mySwitch_ = b;
    }
}
```

```

    }

    predicate On {}
    predicate Off {}
}

LightBulb::On
{
    met_by(object.Off); // Bulb must be Off to be turned On
    met_by(object.mySwitch_.turnOn); // Must be turned on through the switch
}

LightBulb::Off
{
    met_by(object.On); // Bulb must be On to be turned Off
    met_by(object.mySwitch_.turnOff); // Must be turned off through the switch
}

```

TODO: describe this model line by line

## Create a problem instance

```

// Light-initial-state.nddl

#include "Light-model.nddl"

// Problem instance : turning the light off
LightSwitch switch1 = new LightSwitch();
LightBulb bulb1 = new LightBulb(switch1);

// At time 0, the bulb is on
fact(bulb1.On initialCondition);
eq(initialCondition.start,0);

// We want the bulb to be off by time 10
goal(bulb1.Off goal1);
lt(0,goal1.start);
lt(goal1.start,10);

```

TODO: describe this line by line

## Instantiate and run a Solver

Run PSUI : (TODO, installation must be complete, environment set up)

```

% cd PlanWorks/PSUI/test
% ant -Dproject=Light
Buildfile: build.xml

init:

compile:

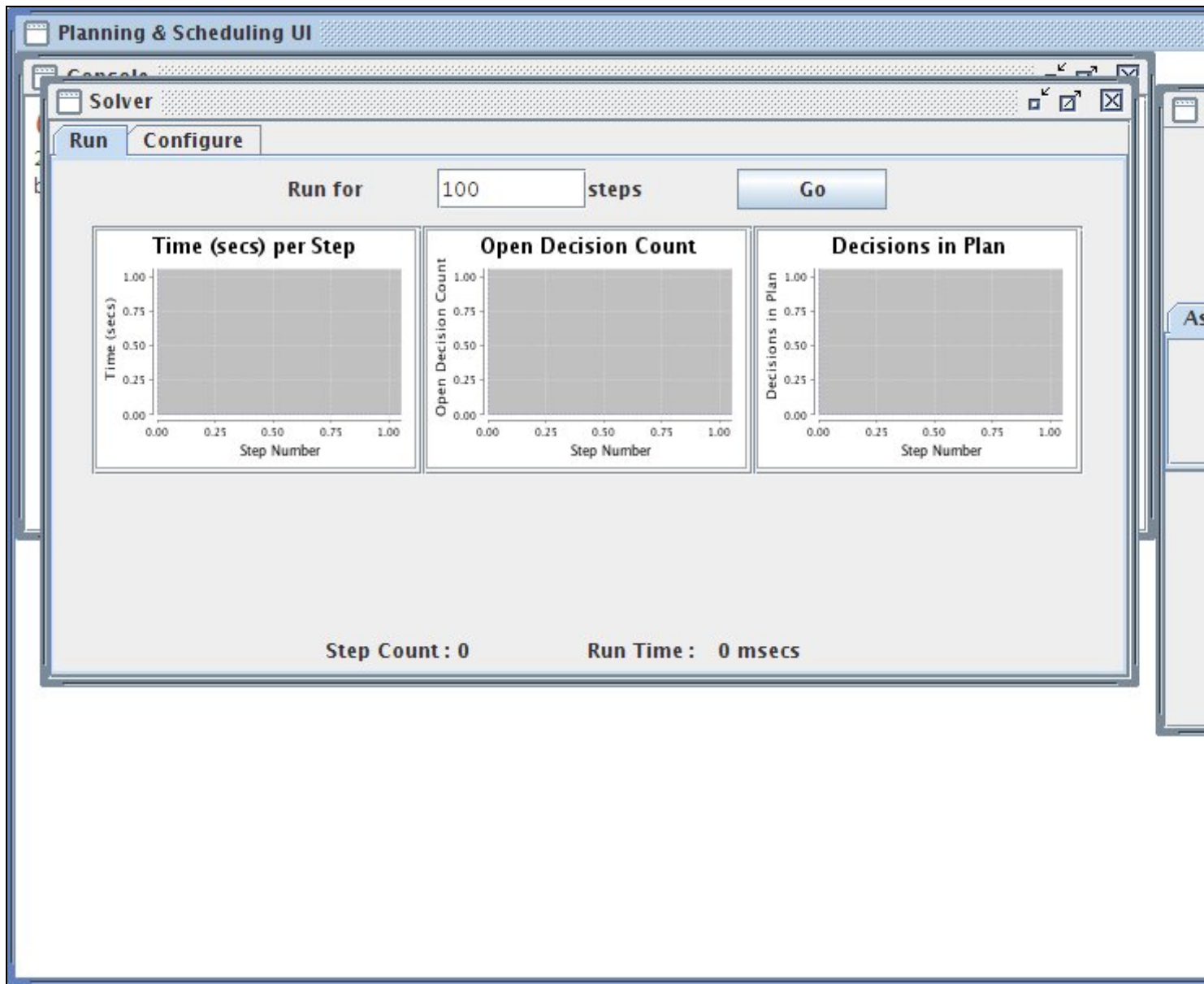
run:
    [echo] Running Light project

```

Instantiate and run a Solver

```
[java] autoWrite 0
[java] [XMLInterpreter:InterpretedObject]Initialized variable:bulb1.mySwitch_ to OBJECT-LightSwitch
```

You should see the following window come up :




In the "Solver" window, hit the "Go" button to have the solver run. The solver should finish after 7 steps, satisfying the goal that was specified in Light-initial-state.nddl (that is, to turn the light off by time=10).

## Examine Results

You can now run the method `showPlan()` defined in `Light.bsh`?

Planning & Scheduling UI

Console


 **BeanShell**  
2.0b4 - by Pat Niemeyer (pat@pat.net)  
bsh % showPlan();  
bsh %

Activities for switch1

Key	Name	Type	state	object	duration	start	end
72	LightSwitch.turnOff	TOKEN	ACTIVE	OBJECT:switch1(9)	1	[0,8]	[1,9]

Activities for bulb1

Key	Name	Type	state	object	duration	start	end
35	LightBulb.Off	TOKEN	ACTIVE	OBJECT:bulb1(...)	[1,2.68435e+08]	[1,9]	[2,2.68435e+08]
56	LightBulb.On	TOKEN	ACTIVE	OBJECT:bulb1(...)	[1,9]	0	[1,9]

 Solver Open...

You can now see that the planner decided that :

- bulb1 is On from [] to [] and Off from [] to []
- lightSwitch1 is turned off at time []

The intervals mean that the token can start/end at any point in the specified interval.

# Embed your model into an application

Sometimes what we have done so far is all you may want to do : create a model, a problem instance, generate a plan, visualize the results, and perhaps dump them to a file.

You may also want to embed this model as part of a bigger application, in that case, you will need to link in EUROPA as a library into your application and use the programmatic API (Java or C++) to perform the steps described above (TODO: provide a link to a full Java program). The details of how to embed EUROPA into your application are provided [here](#)

## Next Steps

TODO: provide links

- See the [Examples](#) page to see more advanced examples that can serve as starting points for your own model, or just to learn more about what EUROPA can do.
- How to create your own project in PSUI
- How to embed your model into a C++ or Java application
- All the details about modeling in NDDL, configuring the built-in solver and using EUROPA's debugging tools.
- Extending EUROPA adding your own constraints, solvers, etc